SNSP-ABBP-EUR

BUBSY® II

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

telstar R&G fun & games

ACCOLADE™

The Absolute Definitive Object Of The Game

To complete the game in a victorious manner, you must reach and then defeat Oinker P. Hamm. To locate Oinker, travel **through all the levels of the selected tour in the Amazatorium, MAKING SURE TO TAG THE END OF LEVEL MARKERS** (large, red marbles) in each world. When all levels are completed, the boss door will open that leads you to Oinker.

These Items Are Important, Too!

The Amazatorium has three floors and two wings – East and West. Choosing one wing or the other will affect which sections you will venture through. Each wing is entirely different, complete with its own challenges. To put it technically, "It's like having two-two-Two Amazatoriums in One." Before making that all-important wing choice, you must choose a tour. The number of levels seen in the Amazatorium will depend on the type of tour you choose. Each tour increases with difficulty, ranging from the First Floor Tour as the mildest, to the Grand Tour as the longest and most difficult.

CONTROLS

Bubsy Controls

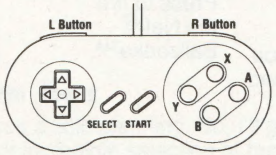
▲
I'll look up, activate a transporter, enter a warp cave, or throw a switch.

▼
I'll look down.

◄ or ►
I'll run on the ground or glide in the air in the direction you are pressing. The longer you press, the more I'll speed up.

START
Pauses game.

L Button
Makes me look left and shows extended view of the world.



X Button
Will change the selected item for me to use.

Y Button
Makes me glide when I need to get down from a high place SAFELY.

R Button
Makes me look right and shows extended view of the world.

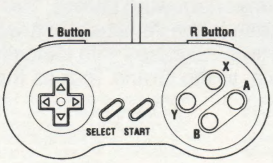
A Button
Lets me use the selected item.

B Button
Makes me jump. The longer you press, the higher I'll jump. Press with ◄/► to move me while I'm in the air.

Hint: To open your "lion" share of doors in the Egypt World, look for hidden switches and press ·. Switches in other worlds look like, well, **SWITCHES**. (Next stop, brain surgery, JEEZ!)

Rocket and Bi-Plane Controls

L or R Button
Makes me turn around in the bi-plane.



▲
Makes me fly higher.

A Button
Lets me use the selected item.

▼
Makes me fly lower.

X Button
Changes the selected item for me to use.

B Button
Press to drop tyres.

◄ or ►
I'll run on the ground or glide in the air in the direction you are pressing. The longer you press, the more I'll speed up.

Y Button
Press to fire the Neft® Ballzooka™.

START
Pauses game.

START
Pauses game.

Hint: In Two-Player Feisty games, beware of banana backlash. If you get bopped with one in Air Wars or Space Pirates, your bi-plane or rocket will temporarily go bonkers.

Additional Controls – All Worlds

Friendly Two-Player Game – Press the **B Button** to have the Twin throw bananas at enemies.

Feisty Two-Player Game – Press the **B Button**. The Twin will drop bananas on me, hoping I'll step and slide on them.

Additional Controls – Mini Games

Frogapult – Press ▲/▼ to move me to the top or bottom of the screen. Press **any button** to fire. Use the **Control Pad** to move the frog towards its target.

Armadillo Drop – Use the fans **(Control Pad)** to steer Arnold to the safety of the bottom of the truck. Keep an eye out for these helpful gizmos; Half Bubbles open doors and Bouncers give an extra boost. If you beat the clock in this game, you'll get mega bonus points.

> **Hint:** Watch out for tyres. One wrong turn and Arnold becomes a re-tread. And guaranteed, you will lose your time bonus for that.

Liquid Lunacy – While in search of all kinds of wonderful items and power-ups. The most exciting of these is the Super Marble, which is worht a phenomenal TEN TRADING CARDS. Oh yes, make sure I avoid those small, barely-worth-mentioning, whirlpools.

OPTIONS

Awesome Amazatorium Tours

Taking a good trip requires a little planning. So, I'll get started by introducing our incredible selection of fun and exciting tours ...

First Floor Tour

Take an "Easy" visit to the first levels of **Egypt**, **Music** and **Aerial** worlds, then discuss the fate of the world with Oinker P. Hamm.

Second Floor Tour

This Tour covers a visit to each of the five worlds. Watch out, things get tougher on the second floor.

Third Floor Tour

This tour takes me directly to the top floor of the Amazatorium. This floor is packed with tough henchmen and one furious boss. Is it too late to change my reservation?

Remember, no matter which tour you choose, I must **TAG THE END OF LEVEL MARKER** (big red marble) in *each* world before the boss door leading to Oinker will open.

After you've completed your tour in the **East Wing**, try the **West Wing** for a completely different experience.

Grand Tour

The Grand Tour is the most difficult. It covers all three floors of Egypt, Music, Space, Medieval and Aerial worlds, including an expanded version of the first and second floor levels. That's 15 glorious levels! Before I can move from one floor to another, I must TAG THE END OF LEVEL MARKER located in *each* world and fight the interim boss. After I've completed all three floors, I'll face the ultimate challenge of battling Oinker.

Hint: On all tours, except the First Floor Tour, some of Oinker's henchmen will take multiple hits before they decide to go out for lunch. Also, watch for the boss door once all the tour levels have been completed. (The Grand Tour boss door will lead through all sections of the Amazatorium before you reach your FINAL destination.)

Private Excursion or Companion Fare ... You Decide

One-Player

Totally alone, I'll brave the dangers of the Amazatorium. Totally alone, I'll set out to recover my errant niece and nephew. Totally alone, I'll face a crowd of frenzied,
barnyard animals ...

Two-Player Friendly

Take turns working with me to defeat Oinker's crazy critters. When your buddy is taking care of me, you take control of one of the Twins and help out by collecting treasure and throwing bananas on enemies. Look for switches that close pits or turn off hazards, so your friend has an easier time coming through (if a switch will affect the second player, you'll see a "2" when you turn it on). A level is counted as completed when either player has reached the end of level marker. The score at the end is a total of both players' efforts.

Two-Player Feisty

You still take turns working with me to defeat Oinker's barnyard critters, but when the second player is taking care of me, you take control of one of the Twins and drop bananas on me to make me slide. But beware the Smart Bomb: if it hits the "Twin Player", the effect is truly STUNNING. (Yes, we have no bananas ... at least for a little while!) Look for switches that open pits or turn on hazards, so the other player has a tougher time coming through. As a Feisty player, you work individually to complete all the levels and reach Oinker. Both scores are displayed at the end.

Note: If everyone playing has lost all their lives, the tour is OVER. (No refunds. Each tour-ticket sale is final. Have a nice day.)

One and Two-Player Mini-Games

Alone, or with a buddy, you play only the Mini-Game Series: Frogapult, Armadillo Drop, and Liquid Lunacy.

Travel Advisories For The Tour

You'll notice, as we step into the Amazatorium, that in front of every wild and wonderful world there's a transporter pad. To enter any of the worlds, press ◄/► to put me on the transporter pad. Then, press ▲ and it's "Bon voyage, Bubsy."

The Amazatorium Gift Shop

As a bonus for completing a level, use your Trading Cards to buy and sell any of the toys I've picked up in my travels. Press / to select the item you wish to buy or sell. Press ◄ to buy. Press ► to sell.

The current "rate of exchange" on the following items is:

Nerf® Ballzooka™ = 1 card. Press the **A Button** to fire Nerf® Balls at Oinker's henchmen. Anyone whose hit will turn into a trading card for me.

Smart Bomb = 2 cards. Press the **A Button** to set off the bomb. Any of Oinker's henchmen who are visible will be changed into collectable marbles.

Diving Suit = 3 cards. Press the **A Button** once to put on the diving suit and a second time to take it off.

Portable Hole = 5 cards. Press the **A Button** again and I'll dive through the hole and arrive back at the Amazatorium.

T Shirt = 10 cards. This will buy you an extra life.

When you're finished wheeling and dealing in the gift shop, press **START** to get back to the Amazatorium and the rest of the tour!

Hint: Press **START** while you're in the Amazatorium if you want to know your current score.

ACCOLADE™

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